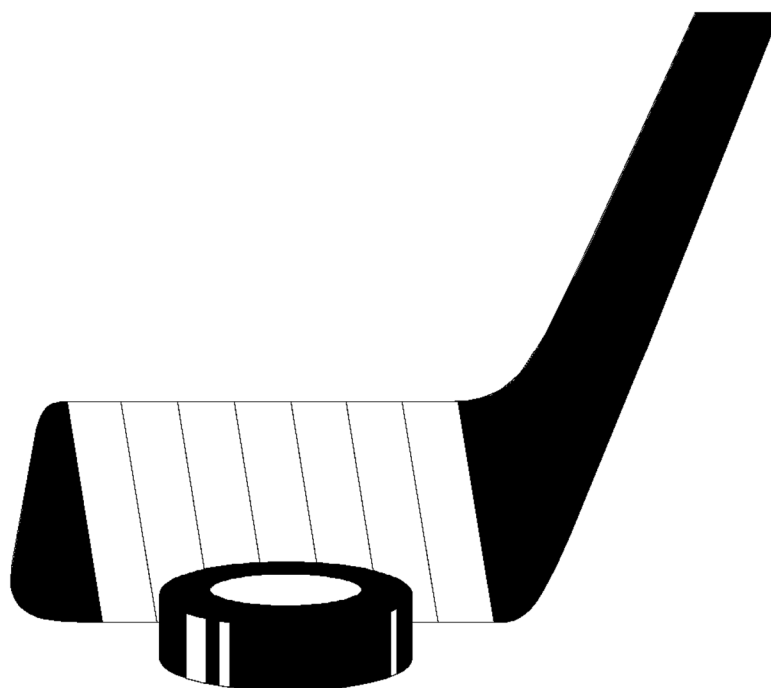




Section One
Ice Hockey Booklet
2018-2019



Section One Ice Hockey Calendar 2018 – 2019

First Practice permitted November 5, 2018, **Modified** November 12, 2018

First Scrimmage permitted after 8 Practice days for Team – 6 days for Individual

First Game permitted after 10 Practice days for Team – 8 days for Individual

Minimum Number of Contests To be eligible for sectional, intersectional or state competition, a team must have completed in six (6) school scheduled contests which occurred on six (6) different dates during the season.

Team Sports: An individual is eligible for the team if he/she has been an eligible participant on a team in that sport in that school for a minimum of six (6) scheduled contests during the regular season. For football, a student must be an eligible participant for a minimum of three (3) contests.

Team/Individual and Individual Sports: An individual must also have represented their school in six (6) scheduled contests during the season to be eligible. These required contests must occur on six (6) different dates and must be conducted prior to the conclusion. {NYSPHSAA Handbook, pg. 104, #25 a}

Maximum # of Games: 20

IMPORTANT: LAST GAME TO BE PLAYED TUESDAY, FEBRUARY 12TH, 2019

Division I and Division II Championships				
Round	Date	Division	Site	Time
Opening Round	2/15 Fri.	Division 1	Higher Seed	
Opening Round	2/16 Sat.	Division 2	Higher Seed	
Snow Date	2/17 Sun.			
(Higher seeds may earn a bye if necessary)				
Quarter Final Round	2/18 Mon.	Division 1	Higher Seed	
	2/19 Tues.	Division 2	Higher Seed	
Snow Date	2/20 Wed.			
Semi Finals	2/21 Thurs.	Division 1/2	Higher Seed	
Snow Date	2/22 Fri.			
Sectional Finals	2/24 Sun.	Division 1-Game 1	TBD	
		Division 2-Game 2	TBD	

Please be advised that in case of a postponement, games will be moved up a day and games may have to be played on a Saturday or Sunday. Plan accordingly!

**Section One
Ice Hockey Calendar
2018 – 2019 (cont.)**

Regional Championships

<u>Round</u>	<u>Date</u>	<u>Site</u>	<u>Site & Time</u>
State Qtr. Finals	3/2	Division 1 host Section 2 Division 2 host Section 6	TBD TBD

Final 4

Semi-Finals	Sat. 3/9	Div. 1 & 2	Harbortown, Buffalo, NY	TBD
Finals	Sun. 3/10	Div. 1 & 2	Harbortown, Buffalo, NY	TBD

(ALL DATES, TIMES, SITES AND OPPONENTS ARE SUBJECT TO CHANGE)

Meetings

<u>Date</u>	<u>Site</u>	<u>Time</u>
10/25/18	Coaches	BOCES 4:00pm
2/13/19	Seeding	BOCES 9:00am
2/27/19	All League/All Section	BOCES 4:00pm
3/12/19	All League Dinner	Westchester Manor 7:00pm



Section One Ice Hockey
2018 – 2019
Sports Committee Members

Co-Chairperson: Dean Berardo – Conf. 2 **Co-Chairperson:** John Bellucci – Conf. 3

Address: Brewster HS
55 Foggintown Rd.
Brewster, NY 10509

Address: Pawling HS
30 Wagner Drive
Pawling, NY 12564

Phone: **(Day)** (845) 279-5051 x1148
(Eve) (203) 746-8691
(Cell) (203) 241-1436
(Fax) (845) 279-7405
(Email) dberardo@brewsterschools.org

Phone: **(Day)** (845) 855-4670
(Fax) (845) 855-2029
(Cell) (845) 494-6316
(Email) belluccij@pcsdny.org

Representative – Conference 1 – Chris Serra

Address: Clarkstown CSD

Phone: **(Day)** 845-624-3970
(Cell) 845-304-4251
(Fax) 845-639-4552
(Email) cserra@ccsd.edu

Rules passed by all Hockey AD's on 1/29/07

1. Fighting: 4 game suspension (first fight)
 - a. Will carry over to the playoffs as well as the remaining games. Underclassman will carry over to next hockey season.
 - b. Seniors will carry over to spring sport season and, if a player does not play in a spring sport, the school will take appropriate administrative action.
2. Fighting (second fight) suspended immediately for the rest of the season.
3. Fighting penalty last game of season or during the playoffs.
 - a. Penalty of 6 games will start immediately for all players.
 - b. Underclassmen: if team in is out of playoffs will serve the 6 games next hockey season.

Seniors: if his team is out of the playoffs 6 game suspension will carry over to a spring sport; and if he does not play a spring sport, the school will take appropriate administrative action.

- c. If team is in playoffs or moving to playoffs.

Underclassmen: will start serving the 7penalty immediately e.g. if his team plays 2 playoff games, he sits those games and will serve the remaining 4 games next hockey season.

Seniors: will start serving the penalty immediately e.g. if his team plays 2 playoff games, he sits those games and will serve the remaining 4 games of his spring sport. If he does not play a spring sport, the school will take appropriate administrative action.

FORTUNATELY, WE HAVE NOT HAD TO ENFORCE THESE STRICT FIGHTING RULES BUT PLEASE MAKE YOUR PLAYERS AWARE OF THEM.

4. Player who commits a combination of 5 penalties (majors and minors) but NOT including a game misconduct or Game DQ, will be removed from the game immediately but WILL be eligible to play in the next game. A double minor counts as two.

****ANY PLAYER REMOVED FROM A GAME MUST BE ACCOMPANIED BY AN ASSISTANT COACH OR SCHOOL SUPERVISOR****

5. At the conclusion of the game and after the handshake, the teams will return to the bench area at which time the visiting team will exit the ice first.
6. Off Ice Officials will bring the score sheet to the locker room for the coach to sign. The Head Coach will escort the team to the locker room.

Section 1 Tournament Qualifying Procedures

Our overall qualifying procedure WILL NOT change for all teams! However, Bonus points will be added to the qualifying of League A and B teams.

I propose that we give 2 extra bonus points for League A Teams for the purposes of qualifying and 1 extra point to the seeding index for the purposes of seeding. All other bonus points /seeding index will be earned as usual. All League A teams would start the season with 2 Bonus Points

League B would get 1 extra bonus point for the purposes of qualifying and .5 of a point extra to the seeding index for the purposes of seeding. All other bonus points/seeding index will be earned as usual. All League B would begin the season with 1 Bonus Point

League C would not get any additional bonus or seeding points.

Section 1 Ice Hockey All-League Awards Breakdown for the 2018-2019 Season

There are 24 teams participating in Section 1 Ice Hockey

7 teams in League A for 14 picks

8 teams in League B for 16 picks

9 teams in League C for 18 picks

48 picks total

Based upon on the competition level of the 3 Leagues, A being the most competitive, and B and C going down the line, I propose allocating the All-League Awards as follows:

League A-20 picks

All teams get 1 pick for 7 picks

League Champions receives 4 more picks

2nd place receives 3 more picks

3rd place receives 2 more picks

4 at large picks to be picked by the teams at the end of season meeting

League B-16 picks

All teams get 1 pick for 8 picks

League Champions receive 3 more picks

2nd place receives 2 more picks

3rd place receives 1 more pick

2 at large picks to be picked by the teams at the end of season meeting

Section 1 Ice Hockey All-League Awards Breakdown (cont.)

League C-12 picks

All teams get 1 pick for 9 picks

League Champions receive 1 more pick

2 at large picks to be picked by the teams at the end of season meeting

SECTIONAL GAME PROTOCOL

It is important you relay this info to your rink management. We have purchased 2 hours of ice for each game and there is no reason the following cannot be done in the allocated time.

PLEASE NOTE THAT THE START TIME LISTED FOR SECTIONAL GAMES IS THE START TIME/PUCK DROP, NOT THE START OF WARM-UP TIME. PLEASE WORK WITH YOUR RINK AND OPPONENT TO COORDINATE THIS AND PLAN ACCORDINGLY!!!

Announce starting line-ups – National Anthem.

Start the game on a clean sheet of ice. Warm-up 10 minutes

Play 1st period, go to the locker room

Resurface

Play 2nd period, go to the locker room

Resurface

Play 3rd period

A. Things to remember to make this work:

1. Teams must be ready to take ice at the beginning of the game and each period.
2. 2 minute skate around before 2nd and 3rd period
3. Each coach especially home team have your handbook with you especially for overtime procedures.
4. Home team is responsible for making up a program. Keep it simple. Roster for both team (Have away team fax or send you their roster).
5. Each team is responsible for supervisors.
6. Home team is responsible for EMT.
7. Home team will wear white or light jerseys, visitor's dark, matching socks.

B. Sectional Procedures

Games will be at the higher seed.

LEAGUES FOR 2018-2019

LEAGUE A

Single Round

Clarkstown
Mamaroneck
North Rockland
Pelham
Rye
Scarsdale
Suffern

LEAGUE B

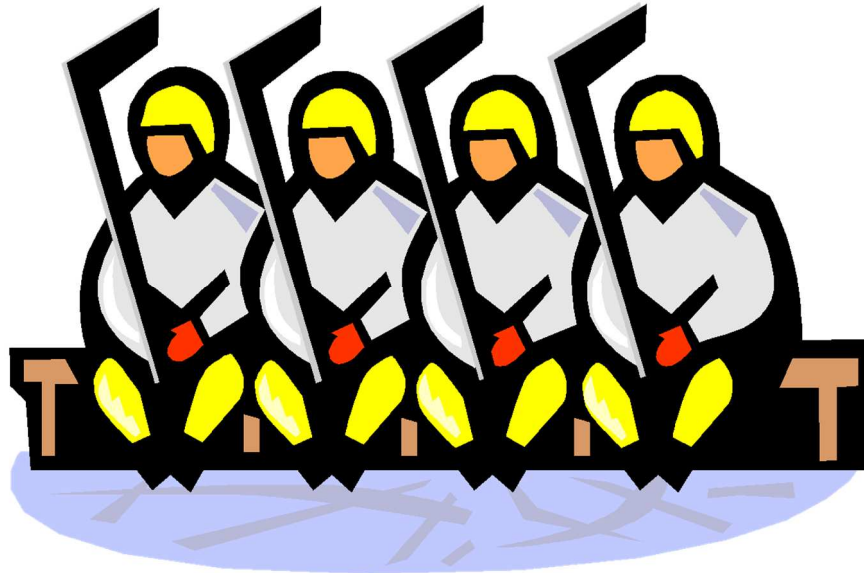
Single Round

Brew/Town
Carmel
Horace Greeley
JJCR
Mahopac
Mt. Pleasant
New Rochelle
Rye Town/Harrison
Somers/No. Salem

LEAGUE C

Single Round

Byram Hills
ETBE
Fox Lane
Lakeland/Panas/PV/HH/Haldane
Nyack/Tappan Zee
Pawling
Pearl River
River Towns
White Plains



TOURNAMENT FORMAT

The two-division format will remain in place, however the membership has been divided by school size (enrollment) – Division I and Division II. The regular season format will remain by ability to compete. Schools have the option to not enter the tournament. Below is the division breakdown:

Division 1

Brewster/Yorktown
Carmel
Clarkstown
Eastchester/Bronxville/Tuckahoe/Edgemont
Fox Lane
Lakeland/Panas/Putnam Valley/Hendrick Hudson/Haldane
Mahopac
Mamaroneck
Mt. Pleasant
New Rochelle
North Rockland
Nyack/Tappan Zee
Rye Town/Harrison/Rye Neck/Blind Brook/Portchester
Scarsdale
Sleepy Hollow/Irvington/Dobbs Ferry/Ossining/Ardsley
Somers/North Salem
Suffern
White Plains

Division 2

Byram Hills
Horace Greeley
JJCR
Pawling/Dover
Pearl River
Pelham
Rye

Divisions are determined by state mandate

1000 and above is Division 1

999 and below is Division 2

2018-2019 SCHEDULING

Member schools **MUST** submit home ice slots to the Section 1 office by **May 15**. Schools should secure 7 dates and times for home varsity games and 6 dates and times for home modified games. Schools will not receive a schedule if ice dates and time are not provided.

Note: Ice slots for varsity should be 2:00 hours minimum and modified should be 1:15 hours.

EMT COVERAGE STRUCTURE

The League will be separated into three regions, each under the direction of a coordinator. The coordinator will make sure each WRIIHL game (varsity and modified) played in his/her respective region will be covered by an EMT or athletic trainer.

East	West	Central
Hommocks	Bear Mountain	Brewster
Ice Hutch	McKay (NJ)	Danbury (CT)
RCDS	Palisades	Ebersole
Murray's	Sport-O-Rama	Trinity Pawling

Each member school MUST submit to the WRPIIHL office the name and contact information of an available EMT and/or athletic trainer. The EMT/athletic trainer's name will be forwarded to the proper coordinator for assignment during the season. Coordinators will be given a master schedule from which to work. Once all assignments have been arranged, the member schools will receive a copy of the coverage assignments. **It will be the individual school's responsibility to confirm their assigned EMT or athletic trainer.**

LENGTH OF PLAY

- a. Varsity - 17 minute periods
- b. JV - 15 minute periods
- c. Modified - 13 minute periods

TBD by Section 1 - ALL SCHOOLS must declare whether they are in the Section One Tournament. (Refer to All-Sport Sectional Form and Qualifying Information)

ALL TEAMS can play 20 games plus playoffs.

- 1. **Same color helmets**
- 2. **Same color pants**
- 3. **Same color socks and jerseys**
- 4. **Neck guards – chin straps – mouthpieces**
- 5. **Completed Code of Conduct Form – ONE per team originated in 2016-2017**

LOWER HUDSON ATHLETIC CONFERENCE
ICE HOCKEY STANDARDS

1. Schools are required to provide adult supervision at all games, home and away, exclusive of the hockey coaches. These supervisors should report to the minor officials prior to the game. At least 2 from each school, Home and Away.
2. The visiting team shall wear dark jerseys and stockings; the home team shall wear light jerseys and stockings.
3. The home team will supply an **ADULT** Official Timer for varsity games.
4. *It is required that the Olympic handshake be used after the game.
5. Rules governing penalties:
 - A. Minor Penalties..... 1 ½ minutes
 - B. Major Penalties..... 4 minutes
 - C. Misconduct Penalty..... 7 ½ minutes
 - D. **Disqualification***..... **1 game suspension (NCAA rules “Ladder” in effect)**
 - E. **Fighting:**
 - 1st Offense..... 4 game suspension**
 - **2nd Offense..... League disqualification**
 - F. Physical Molestation
(Of Official)..... League disqualification
***Butt ending, spearing, other malicious use of stick, intent to injure**
6. All penalties carry over into sectional and intersectional play.
7. Coaches shall report all ejections to each Athletic Director of involved players.
8. Games postponed due to inclement weather will be made up on the next available, suitable (1 ½ hours minimum) ice time of either team.
9. When there is a 10 goal differential, teams will play running time. Penalty time will be kept separate and operate as usual.
10. Player limitation rules shall be in effect only in post-season play.
11. *Visiting team should leave bench for locker room first.
12. *Coach must accompany his team to locker room. Score sheet will be brought to him.
13. Teams dressed for next game should not assemble behind team benches.
14. No noisemakers of any kind, banners or signs are allowed.
15. Organized school bands with school-employed advisor present can play prior to game and during time-outs.

Pending: could be changed
2, 5 and 10 as per NF rules.

***Points of Emphasis**

New York State Public High School Athletic Association Handbook

13. ICE HOCKEY

13.01 Rules: NFHS

13.02 Maximum Number of games: 20

13.03 Practice Requirements: Number of practices prior to first scrimmage: 8 (team), 6 (individual) Number of practices prior to first contest: 10 (team), 8 (individual)

13.04 Nights rest between contests: 1 night

13.05 Individual contests limitation per day: 1 contest

13.06 Scrimmage limitations per day: 1 scrimmage

13.07 Waivers of NFHS Ice Hockey Rules:

1. The minimum number of ice hockey players for competition as well as interschool practice shall be nine (9) players and one (1) goaltender.
2. A waiver of the NFHS rule in Ice Hockey to allow a maximum of two disqualification penalties per contest for a coach or player. (May 2011)
3. **TEAMS:** Players need not have numbers on both sleeves of the jersey.
4. **PLAYERS IN UNIFORM:** There is NO maximum number of players. (Note: Variance approved 10/99)
5. **OVERTIME PROCEDURES:** Waiver requiring teams to change ends during overtime periods. See 13.08.10

13.08 NYSPHSAA Ice Hockey Rules:

1. All players shall wear helmet including ear piece, full face masks and throat protectors and all goalkeepers must wear a throat guard or neck protector.
2. 17-minute periods and 2/5/10-minute penalties will be utilized in accordance with NFHS Rules (July 2017).
3. All players must wear helmets while on the bench or in the penalty box.

NYSPHSAA Ice Hockey Rules

13.08 NYSPHSAA Ice Hockey Rules (cont.):

4. If video replay is available, it may only be used in post season play including Sectionals, Regionals, State Semi-Finals and State Championship games and may be used only for determining goals and undetected goals and for determining correct time on the game clock (Rule 9-13). (July 2018)

5. PLAYERS IN UNIFORM: The minimum number of players that may dress for a game or a scrimmage is nine skaters and one goaltender.

Note: Every effort should be made to have two goaltenders in goalkeeper equipment for every game.

6. WARM-UP BETWEEN PERIODS: All players will be allowed a two- minute warm-up period to skate and stretch between periods. During this warm-up period, no shots will be taken and players must stay in their own end of the ice. A team shall not use pucks on the ice before the start of the second or subsequent periods or where there is a separate warm-up period followed by an ice cut, before the start of the first period. (Approved 9/28/01).

7. GOALKEEPER'S EQUIPMENT: A "chin strap check" will be conducted on goaltenders prior to the game or upon substitution. Goaltender may not continue until equipment is corrected. **Goaltenders must wear socks and pants as part of their equipment.**

8. PROTECTIVE EQUIPMENT: It is mandatory for all players to wear a certified BNQ stamped throat protector. This shall not be modified from its original manufactured state and shall be worn in the manner the manufacturer intended it to be worn. Penalty: First offense, TEAM WARNING; Further offense, MISCONDUCT

9. GAME DISQUALIFICATION: Any player that incurs 5 penalties (a combination of minors, majors and/or misconducts) in a contest will be removed for the remainder of that contest only. The official shall mark on the scoresheet that the player received an "EJ" (ejection) for the 5-penalty rule. Allows a maximum of two (2) game disqualification penalties per contest for a player or coach. (2011)

10. TIME OF GAME: When a substitute goalkeeper initially enters the game, he will take his position without delay. A TWO-minute warm-up per substitute goaltender per game shall be required. Five pucks will be allowed on the ice for this purpose. If, in the judgment of the official, he feels that a goaltender's warm-up has been made to give his team a stoppage of play or rest period, the official may assess a minor penalty for delay of game. No timeout will be charged to the team. (Note: Variance approved IO/99)

NYSPHSAA Ice Hockey Rules

11. OVERTIME REGULAR SEASON

- a. During the regular season (non-tournament or consolation game, or any game where a winner is not necessary) there will be a three-minute rest for players (teams do not change ends) and one five minute sudden-death overtime period will be played. The first team to score shall win the game. If neither team scores in the five minutes, the game shall be declared a tie.
- b. During the regular season tournament where a winner is necessary, play shall continue for not more than two sudden-death overtime periods of 7 minutes, 30 seconds each. Teams will not change ends. If no goal is scored, the game will be considered a tie, and the shootout procedure as outlined in 13.08.12 will be followed to determine advancement only.

POST SEASON

- c. In Sectional, Regional and NYSPHSAA Championship Play: Play shall be continued for no more than four overtime periods of 7 minutes, 30 seconds each; there shall be a three-minute intermission after the third period and teams will not change ends for the overtime period.
- d. If the game shall be tied at the end of the first overtime period, teams will play another overtime period without changing ends. If the game remains tied after this second overtime period, there will be a rest period while the ice is resurfaced. For the third overtime, teams will change ends, if the score is still tied, there will be a three-minute rest, and a fourth overtime will be played. If the score is still tied, the "shoot out" procedure will be used. (13.08.12)
- e. If the teams are still tied after the four overtimes of the NYSPHSAA finals, Co-Champions will be crowned.

11. GAME PROTOCOL

- a. During the regular season each game will have a maximum 10 minute warm-up time. There must be a minimum of at least two ice cuts during the game (2018). If the ice is not cleaned after each period there will be at least a three minute period or intermission between the first and second period.
- b. In At Large, Regionals, Semi-Finals and Finals, ice will be cut prior to the first period and after each period of regular game time. There will be a twelve to fifteen minute intermission between each period of regulation play.

NYSPHSAA Ice Hockey Rules

12. PROCEDURES FOR A "SHOOT OUT"

1. 1ST Attempt- Each team shall select three shooters who will meet at center ice with the officials. (All players, other than those involved in the shoot down, are to go to their bench and be seated. The shooters will remain behind the center face-off spot at the discretion of the officials.)

2. The official(s) will flip a coin to see which team starts. Players from opposing teams will alternate taking penalty shots (Rule 4-6) until all six players have competed. The team with the most goals will advance in tournament or state play.

3. If there is a tie after the first group of six, each team will select three new shooters. Players from opposing teams will alternate taking penalty shots (Rule 4-6) until all three players have competed. The team with the most goals will advance in tournament or state play.

4. If there is still a tie, each team will select another three shooters (none of those who have already competed) and continue the process. Players from opposing teams will alternate taking penalty shots (Rule 4-6) until all three players have done as outlined in 13.08.12 will be followed to determine advancement only.

5. If a tie still exists, each team will select any three shooters for the remaining shoot downs. Players from opposing teams will alternate taking penalty shots (Rule 4-6) until all three have competed. The team with the most goals will advance in tournament or state play.

6. Goaltenders may be substituted in between each group of three shooters, not during. Goaltenders injured may be substituted according to NYSPHSAA rules.

13. GAME DAY PROTOCOL

The "Game Day Protocol" will be used for all State Regional, Semi-final and Final games and is recommended for statewide usage during the regular season to provide consistency and to expedite the start of games and periods.

PRE-GAME Warm-ups begin at the conclusion of warm-ups, ice will be resurfaced (teams to locker rooms) Teams will receive a warning (horn & verbal notice) when resurfacer is on its last lap.

When Zamboni is finished and doors are closed - 2 minutes goes on clock. At the conclusion of time, starting lineups and National anthem will start promptly. Upon completion the puck is dropped (no team huddle). Teams not ready to play are subject to a minor penalty

NYSPHSAA Ice Hockey Rules

13. GAME DAY PROTOCOL (cont.)

BETWEEN PERIODS: Ice will be resurfaced after each period (teams to locker room) Teams will receive a warning (horn & verbal notice) when resurfacer is on its last lap. When Zamboni is finished and doors are closed - 2 minutes on clock. At the conclusion of the time the puck will be dropped to start the period. Teams not in compliance are subject to a minor penalty

13.09 Ice Hockey Scrimmage Rules:

1. An ice hockey scrimmage shall be divided into two (2) halves with the time to be determined by coaches.
2. The time clock and penalty clocks may be used for time keeping only but no score may be kept. Scrimmages must also include one or more of the following:
3. Each team must play short – handed in predefined situations.
4. Use of half (1/2) ice situations

13.10 Ice Hockey Championship Week#

Week # 36

BENCH PERSONNEL: (Please indicate person's title after their name)

NAME	POSITION
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	

NON-PREFERRED OFFICIALS: You are only allowed a maximum of (3). If you don't have any, please leave blank.

1. _____

2. _____

3. _____

These individuals listed on these pages are the only people allowed in the team and coaching area. These individuals listed have adhered to the regulations of the NYSPHSAA and are eligible to participate in sectional competition.

SECTION ONE

NYSPHSAA

SECTIONAL CHAMPIONSHIPS

SCHOOL _____

COACH _____

DIVISION I DIVISION II

Please list non-preferred officials (Rockland-Westchester):

1. _____

2. _____

3. _____

NOTE: When there is a Rockland/Westchester game, one official from each association will be used.

Fax this form to Dean Berardo at (845) 279-7405

Section 1 WRPDIHL Tournament
Game Gate Receipt Verification form

Rink Name and Address: _____

Home School: _____

Athletic Director: _____

Visiting School: _____

Athletic Director: _____

Game Date: _____

Game Time: _____

Gate receipt (total collected)\$ _____

Home School adult gate official _____
(Signature and date)

Home School adult gate official _____
(Signature and date)

Please secure gate money in an envelope and have rink manager count and agree on total and sign for same below before leaving rink. Total gate money stays with rink manager and one copy of this sheet stays with rink manager and the original goes to AD of home school.

Rink Manager _____
(Signature and date)